

## LOADING INSTRUCTIONS AND SPECIAL NOTES

### What You Need

- \* One of the following computer, with a printer interface:
  - \* MS-DOS Compatible
  - \* CP/M computer
  - \* Microbee 128
  - \* Atari 520 ST
  - \* Commodore 64/128
- \* Disk drive
- \* Television or monitor
- \* Printer supported by your version of **PrintMaster Plus**
- \* Cut sheet or continuous feed paper
- \* Coloured printer paper and coloured ribbons (optional)

### Loading PrintMaster Plus

#### *IBM:*

- \* Insert the system disk.
- \* Turn on the computer to load the system.
- \* Replace system disk with **PrintMaster Plus** disk and type at the A>:

PM (RETURN)

#### *CP/M (KayPro II, Epson QX-10, and compatibles):*

- \* Turn on the computer
- \* Insert the CP/M system disk in the disk drive and load it.
- \* Replace it with the **PrintMaster Plus** Disk 1, and type at the A>:

PM (RETURN)

(Insert Disk 2 into the drive when prompted to do so.)

#### *MICROBEE (128K)*

- \* Insert your Microbee disk into the drive.
- \* Turn on your computer. The disk will auto-boot.

#### *ATARI:*

- \* Insert the system disk into the drive.
- \* Turn on the computer to load the system.
- \* Replace the system disk with the **PrintMaster Plus** disk.
- \* In the desktop environment, sort the icons by size, then select the icon labeled PM.TOS.
- \* In the command line environment, type at the A>:

PM.TOS (RETURN)

## COMMODORE 64/128

- \* If you have a Commodore 128, set it in 64 mode.
- \* Turn on the computer.
- \* Insert the **PrintMaster Plus** disk into your disk drive at the READY prompt, making sure that your printer is online.
- \* Type LOAD"pm+",8 (RETURN).
- \* When you receive the READY prompt, type RUN (RETURN).

## ERRATA

The screen options for the Commodore 64/128 **PrintMaster Plus** vary somewhat from other computers. This is due to the fact that the Commodore version has a much lower memory requirement (for the IBM version it is 256K; for Atari ST and Amiga versions, it is 512K). Thus we are compatible with all Commodore 64/128 users.

Among these differences are:

- \* In the **What's Next** menu the current status of each option is shown only when that option is highlighted.
- \* You can use the **Test Printer** option found in the Hardware Config. menu to properly align your paper.
- \* The **2nd Graphic** option is available for only Posters and Banners. Note that Banners have Left Graphic and Right Graphic options.
- \* The SMALL CAP font is not available.
- \* The function keys in the text are different:  
**Alignment:** F1 aligns a line of text right, left, or centre.  
**Change Size:** F3 changes the font size.  
**Texture:** F5 selects the Texture of the Text: **Standard**, **Silhouette**, or **Shadow**.  
**Change Font:** F7 changes the font of the current line.
- \* Commodore 64/128 **PrintMaster Plus** cannot access fonts and borders from another disk.
- \* In the **Drawing Pad**:
  - 1) Choose Edit Graphic to enter the Editing mode. Once in the editing mode, press F1 to **Toggle**, **Draw**, **Erase**, **Shade** (in grey), or **Move** (without drawing).
  - 2) You can only load a graphic in the beginning, and must exit the **Drawing Pad** to load a new graphic.
  - 3) There are no **Window** or **Fill** functions.